LUNAR
SILVER STAR HARMONY
TEEN
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CONTENT RATED BY
ESRB
GAME ARTS
XSEED
GAMES
JKS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

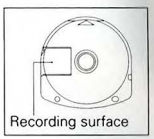
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

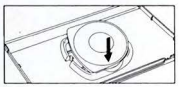
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

LUNAR
SILVER STAR HARMONY

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.

Insert the **Lunar: Silver Star Harmony** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

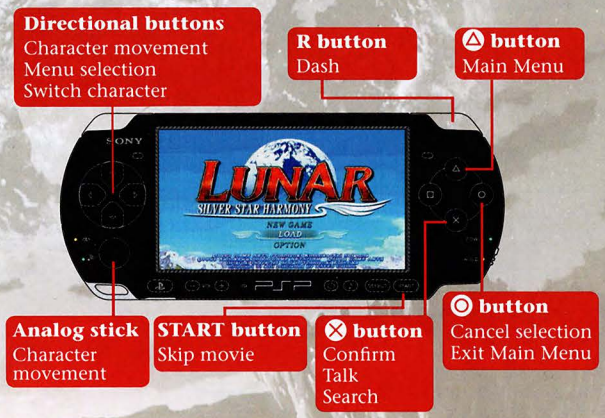
Memory Stick® Duo
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

Basic Controls
PSP® (PlayStation®Portable) system

Below is a description of how the basic game controls work. For a more detailed description of screen-specific controls, please see their corresponding pages.



◆ Various Controls

[Normal Game Screen Controls]
Directional buttons: Character movement / Select
Analog stick: Character movement
R button: Dash
○ **button:** Cancel selection
⊗ **button:** Confirm selection / Talk / Text scroll / Search
△ **button:** Open Main Menu
START button: Skip movie

[Main Menu Controls]
Directional buttons: Select / Switch character
○ **button:** Cancel selection / Close Main Menu
⊗ **button:** Confirm selection

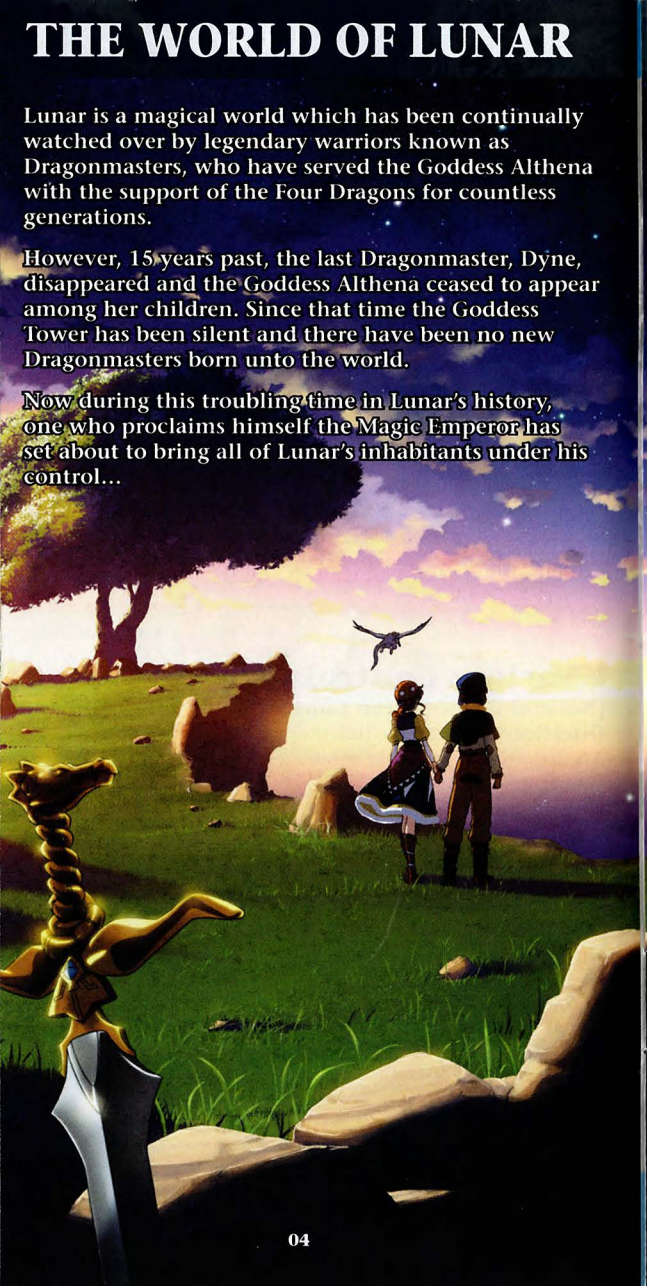
[Battle Controls]
Directional buttons: Select command / Select character or enemy
○ **button:** Cancel selection
⊗ **button:** Confirm selection

THE WORLD OF LUNAR

Lunar is a magical world which has been continually watched over by legendary warriors known as Dragonmasters, who have served the Goddess Althena with the support of the Four Dragons for countless generations.

However, 15 years past, the last Dragonmaster, Dyne, disappeared and the Goddess Althena ceased to appear among her children. Since that time the Goddess Tower has been silent and there have been no new Dragonmasters born unto the world.

Now during this troubling time in Lunar's history, one who proclaims himself the Magic Emperor has set about to bring all of Lunar's inhabitants under his control...



There is no greater cause than to stand in the defense of those who are most dear... and the abandonment of hope for a brighter future can never be an option...

In the remote village of Burg where rumors of the Magic Emperor do not reach, a young boy named Alex dreams of setting off on his own splendid adventures. Fascinated by tales of the Dragonmasters he spends his days standing in reverence before the monument dedicated to his hero, Dragonmaster Dyne, and gazes out over the distant horizon waiting for his moment to heed the call of the wind.

And so, it is at this time that he finds himself being invited by his friend Ramus to go explore the White Dragon Cave in search of the legendary Dragon Diamond. Tempted by the promise of adventure and treasure the pair decide to set out, unconcerned with the dangers that lie before them.

Accompanied by Alex's childhood friend, Luna, and his mysterious flying cat-like companion, Nall, the four set off, unaware that it is just the beginning of a series of events that will change the course of the world forever.

Alex Noa

An upright youth with refulgent green eyes. Ever since his childhood he has looked up to the Dragonmasters, those brave warriors who have protected the Goddess, with the utmost admiration and respect. His dream is to one day set out on his own adventures into the vast unknown like his hero, Dyne, a Dragonmaster born and raised in the same northern rural village of Burg.

Nall

A mysterious creature resembling a white cat with wings. He is able to communicate with people in their own language, though most of it has a decidedly sarcastic bent. As with Luna, he has been raised from infancy as a part of the Noa family. His passion in life is eating fish, talking about fish, and dreaming about fish being fed to him by beautiful young women.

Luna Noa

Alex's childhood friend who was adopted and raised as a member of his own family. Her great love for singing and voice without equal have captivated the villagers who have given her the well-deserved title of the Songstress of Burg. Despite being the same age as Alex, she tends to act like an older sister and constantly nags him over his indecisiveness.

Nash Rumack

A cocky young magician who endlessly boasts of his elite status as a member of the Magic Guild of Vane. He thinks highly of his position and constantly puts down others despite his lack of malicious intent. In reality, he lacks the confidence to look others directly in the eye, especially Mia, who he persistently tries to impress so that she will see him as something more than a fellow Guild member.

Mia Ausa

The only child of Lemia Ausa, current leader of the Magic Guild of Vane. Although a promising successor to her mother's stead, she lacks confidence and worries about living up to her famous parent's legacy. Due to these onerous circumstances, she often has a skittish aura about her.

Kyle

A brigand who has made the Nanza Barrier his base of operation. Although a feared figure among city folk, he works as an escort for travelers and is highly trusted by his men. Well aware of his strength and good looks, he believes himself to be quite the specimen of a man and tends to view anything pretty, female and breathing, as a target for his affections. When it comes to wine and women he loves them both like no other and regardless of the situation he almost always has his two cents to throw in. His only weakness, however, is his childhood friend, Jessica.

Jessica Alkirk

The only child and daughter of former hero "Hell Mel," governor of Meribia. While a priestess-in-training at Althena's Shrine, she maintains her rebellious nature by taking unauthorized "trips" from her studies to adventure on the side. She is quick to express her emotions and never lets anything get her down for long. Though clearly the type to kick ass and take names later, whenever she is around her father, she pretends to be the refined young lady she believes he wants her to be. Once she has attained adulthood, her name will become "Jessica de Alkirk," and she will be recognized as a full-fledged member of the Alkirk household.

Ramus Pharmain

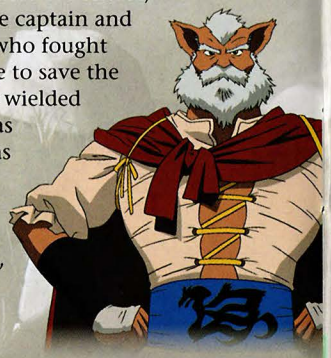
The lazy son of the village chief of Burg and a particularly bad influence on Alex. Dissatisfied with the country life, his dream is to head to the big city and make himself filthy rich. This is probably in part due to the fact that he is not well liked in the village because of his reputation for scamming many of the residents with get-rich-quick schemes.

Laike Bogard

A vagabond who travels the world wherever the wind and his will take him. Often appearing wherever Alex goes, he offers words of friendly advice. When it comes to wielding a sword, however, his demonic strength has no equal.

Mel de Alkirk

Currently serving as the governor of Meribia, he was once a notorious pirate captain and even one of the Four Heroes who fought alongside Dragonmaster Dyne to save the world. In his pirating days he wielded an axe his own height and was known throughout the land as "Hell Mel." Though he has quite an intimidating and austere personality, when it comes to his daughter, Jessica, he can't help but shower her with love and affection.

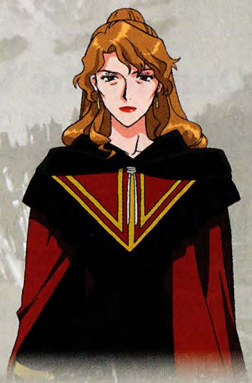


Ghaleon

Premier of the Magic Guild of Vane and, like Mel de Alkirk, is one of the Four Heroes who saved the world. Cool and collected at all times, he is considered to have the ideals of a perfectionist. Now, in Dragonmaster Dyne's absence, he is lauded as the most powerful magic-user in all of Lunar.

Lemia Ausa

The mother of Mia and leader of the Magic Guild of Vane. She is also one of the legendary Four Heroes who saved the world. As a powerful magician only surpassed by Ghaleon, she is highly regarded and trusted by the citizens of Vane.



Royce

A mysterious fortune-teller who runs a shop on Black Rose Street and speaks to all those who enter in a condescending tone. It is unknown whether any of her fortunes have a whit of credibility, but one thing is for certain: They all foretell of unhappiness and misfortune. Trusted by Lemia, leader of the Magic Guild, she has been given the special appointment of advisor in Vane.

Phacia

The calm and serene head priestess at Althena's Shrine, she meets Alex and aids him on his quest. While being highly respected and admired by all those who serve at the Shrine, her past remains shrouded in mystery and nobody can seem to remember when it was exactly that she came to be the guiding figure there.

Quark, the White Dragon

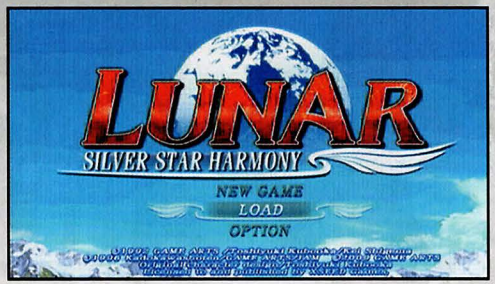
Tetrarch of the Dragon Tribe and protector of the Goddess Althena. He once fought beside Dragonmaster Dyne many years ago. When Alex shows up at the White Dragon Cave, he gives the youth his first trial in his quest to become a Dragonmaster, like his beloved hero, Dyne.

♦ The Four Heroes

A party of brave warriors and magic-users that once fought valiantly on behalf of the Goddess to save the world from destruction. The Four Heroes include: Dragonmaster Dyne of the village of Burg, Mel de Alkirk, governor of Meribia, Lemia Ausa, leader of the Magic Guild of Vane, and Dyne's beloved friend, Ghaleon, the honored sage and Premier of Vane.

TITLE SCREEN

Press the START button at the title screen to display the menu choices. Use the up or down directional buttons to make a selection and press the ⊗ button to confirm the selection.



● **NEW GAME**
Start the game from the beginning.

● **LOAD**
Resume a saved game.

● **OPTION**
Change game settings. Message speed, window color and volume can be adjusted here. Once the game has been completed, voice and sound test options will become available so that favorite voiced lines or music tracks may be enjoyed.

♦ Prologue

Selecting NEW GAME will start the player 15 years prior to the events of Alex's time, pitted against Eiphel in the final battle as Dragonmaster Dyne and the other Four Heroes. Although the player will be thrust into a boss battle, it is impossible to lose, making this an opportune time to experiment and learn the controls.

SAVING & LOADING

♦ Save

During the game, if the player wishes to save their progress, they must first press the △ button to open the main menu, proceed to "Settings," and then select the "Save" option. Once this has been done, the menu screen will change to the save screen where this process may be performed. Using the cursor, the player can select a place to save and then confirm their selection with the ⊗ button. At least 384KB is required for each save slot.

♦ Load

During the game, if the player wishes to retry from a previous save point, they must first press the △ button to open the main menu, proceed to "Settings," and then select the "Load" option. Once this has been done, the menu screen will change to the load screen where this process may be performed. Using the cursor, the player can select the data to load and then confirm their selection with the ⊗ button.

♦ Demo Clear Data

If the player begins the game with Lunar: Silver Star Harmony Demo Clear Data present on either their Memory Stick Duo™ or Memory Stick PRO Duo™ they will be able to obtain an item during the first part of the game which cannot otherwise be obtained at this early stage.

♦ Preparing for Your Adventure

Lunar: Silver Star Harmony is a role-playing game (RPG) centered around Alex, the main character. In RPGs, gathering information in towns is of the utmost importance. As the player actively converses with non-player characters (NPCs) in these places, they can gain necessary information to progress in their adventure. During the course of the game, Alex will come across several companions who will join him on his quest. Lastly, towns are a place to restore lost hit points (HP) and magic points (MP) as well as purchase or sell items and equipment.

Statues of Althena
Pressing the ✕ button in front of these statues, located in towns and other places, completely restores the player's HP and MP.

Weapon and Armor Shops
Equipment can be purchased or sold at weapon and armor shops by speaking with the shop owner.

Item Shops
Items can be purchased or sold at item shops by speaking with the shop owner.

Non-Player Characters (NPCs)
NPCs have all kinds of information to share. Players can gain new information by speaking to the same character several times.

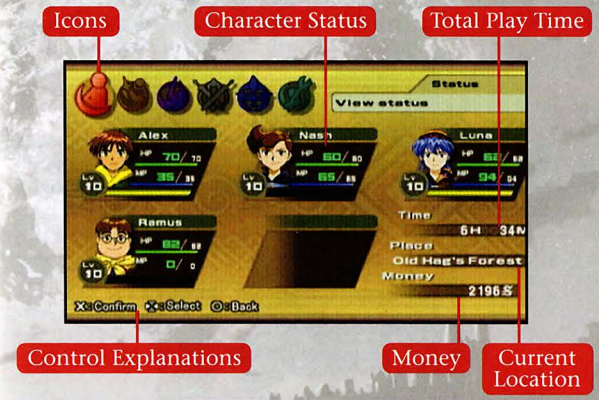
♦ Dungeons

In order to become a Dragonmaster, Alex will have to overcome various trials. A large number of these involve exploring dungeons. In these areas, Alex and his companions will progress by defeating ferocious monsters, dealing with traps, and collecting items and equipment found in treasure chests.

♦ The Path to Becoming a Dragonmaster

Alex's final goal, despite his original intent, is not to become a Dragonmaster like his hometown hero, Dyne. The details surrounding this, however, will gradually come to light as the player adventures throughout the world of Lunar.

Reading the Main Menu



Pressing the △ button while in the normal game screen will open the main menu. When the player opens the main menu they will see a series of icons: each character's status, total play time, current location and money. Selecting certain icons will enable the player to switch between characters using the left and right directional buttons in subsequent screens within the main menu. Furthermore, players select character-specific commands, items, equipment and scroll through the menu using the up and down directional buttons in these screens.

♦ Reading the Characters' HP & MP

On the opening screen within the main menu, each character's level will be displayed to the bottom-left of their facial graphic and their HP and MP will be displayed to the right. Looking at the colors of the large HP and MP numbers allows players to understand what percentage their current HP and MP is in contrast to their maximum HP and MP, which is displayed in small numbers directly to their right. Green indicates 100%, white indicates 50 ~ 99%, orange indicates 25 ~ 49% and red indicates 0 ~ 24%.

Main Menu Icons

In the main menu, players can view their characters' status, view or use items, view skills, view or use magic, view or change equipment, adjust the game settings and save or load game data.

Status

Selecting the "Status" icon displays a character's status. While viewing a character's status, the player can press the left or right directional buttons to switch characters.

- **Max HP** – Indicates the character's maximum HP.
- **Max MP** – Indicates the character's maximum MP.
- **STR** – Indicates the combined strength of the character and weapon equipped. The higher the number, the more physical damage the character can deal to the enemy.
- **DEF** – Indicates the combined defense of the character and armor equipped. The higher the number, the more physical damage the character can withstand from the enemy.
- **AGL** – Indicates the character's action speed. The higher the number, the quicker the character's turn will come in each round of battle.
- **WIS** – Indicates the character's magic strength. The higher the number, the more magic damage the character can deal to the enemy.
- **RES** – Indicates the character's magic resistance. The higher the number, the more magic damage the character can withstand from the enemy.
- **RNG** – Indicates the character's range of movement in a single turn.
- **LUK** – Indicates the character's luck. The higher the number, the higher chance the character has of avoiding abnormal status effects. This also slightly affects the character's ability to deal damage to an enemy.
- **#ATK** – Indicates the number of times the character can attack in a single turn. Magic and skills are limited to one per turn.
- **HP** – Indicates the character's current HP.
- **MP** – Indicates the character's current MP.
- **EXP** – Indicates the character's current experience points.
- **Next level** – Indicates the required experience points to reach the next level.

Item

Selecting the "Item" icon allows the player to view or use items. The item list is the same for all characters and a maximum quantity of up to 99 of each item may be carried. To use an item, the player must first select an item from the list and press the ⊗ button, then using the left and right directional buttons they can select a character on which the item effect will occur. Once the character on which the item will be used has been selected, press the ⊗ button again to confirm.

Skill/Magic

Selecting the "Skill/Magic" icon allows the player to view skills or view and use magic. Magic that can be used outside of battle to restore HP or exit a dungeon is displayed in white. Conversely, skills and magic that cannot be used outside battle are displayed in dark blue. To use magic, the player must first use the right and left directional buttons to select a character. Next they must use the up and down directional buttons to select a spell and then press the ⊗ button to confirm the selection. In the case of HP restoring magic, the player must use the right and left directional buttons to select a character on which the magic effect will occur and then press the ⊗ button again to confirm the selection.

System

Selecting the "System" icon allows the player to set predetermined battle actions referred to as "Tactics," or to change the startup battle position referred to as "Formation."

Formation

Selecting this menu option allows the player to change the default battle formation. Each character uses 2 spaces on the formation grid, but the player can place the characters as desired anywhere within the boundaries of the 6 x 8 space area.

Tactics

Selecting this menu option allows the player to register a total of 3 tactics for any given battle. Selecting "Tactics" in battle will cause the characters to follow a set of predetermined actions. There are a total of 6 tactical options: Command, AI, Attack, Skill/Magic, Item and Defend.

Command
Assigning the "Command" function allows the player to control the character(s) each round of battle.

Single AI
Assigning the "Single AI" function allows the computer to determine the best course of action for a character based on the battle circumstances.

Attack
Assigning the "Attack" function will cause the character(s) to attack the nearest enemy with their equipped weapon. If there are no enemies within their range of movement, the character(s) will move as close as they can to the nearest enemy.

Skill/Magic
Assigning the "Skill/Magic" function will cause the character(s) to use a designated skill or magic spell. In the case that the skill or magic will be ineffective, or if there is insufficient MP, the character(s) will either attack or defend instead.

Item
Assigning the "Item" function will cause the character(s) to use a designated item(s). In the case that the item(s) will be ineffective, or there is no stock of the designated item(s) remaining, the character(s) will either attack or defend instead.

Defend
Assigning this function will cause the character(s) to defend. Also, when possible, the character(s) will move as far away from the enemies as their range of movement allows.

Equip

Selecting the "Equip" icon allows the player to equip weapons, armor and accessories. The window on the left side of the screen displays the character's current equipment and the window on the right displays a list of available equipment. On the list of available equipment, those weapons, armor and accessories displayed in white can be equipped while those displayed in dark blue cannot. In addition, by moving the cursor over the available equipment in the right window, the player can confirm changes in strength, defense and other status figures in relation to their current equipment in order to choose the most suitable equipment.

Settings

Selecting the "Settings" icon allows the player to utilize any of the following menu choices: "Save," "Load," "Options" and "Return to title."

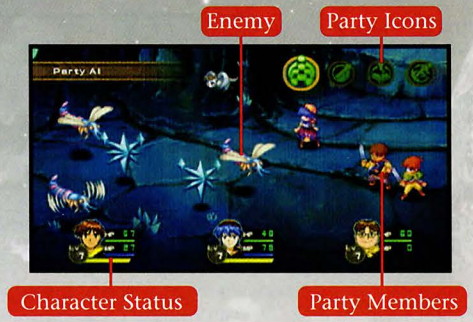
● **Save**
This function saves the game. In the save screen, move the cursor to select a slot and press the ⊗ button.

● **Load**
This function loads the game. In the load screen, move the cursor to select a slot and press the ⊗ button.

● **Options**
Message speed, window color, and volume can be adjusted here. Once the game has been completed, voice and sound test options will become available.

● **Return to title**
Returns the player to the title screen. Selecting this option will cause the current game data to be lost, so the player should consider saving the game prior to this.

Reading the Battle Screen



♦ How Do I Engage an Enemy?

When an enemy unit lurking in a dungeon area makes contact with the player's party unit, the screen will change and a battle will ensue. However, if the player reads the movement patterns of the various enemy types carefully, they can also avoid encounters and proceed through these dungeon areas without conflict.

♦ Nall's Role and End of Battle Messages

Although Nall cannot be directly controlled, he will at times revive unconscious characters during battle. After the battle is won, he will revive all unconscious characters and cure any abnormal status. When a battle ends there are 3 types of messages that can be displayed. If the player defeats all the enemies, the message "Victory!" will be displayed and followed by subsequent messages indicating gained experience points, silver, and items. If the player flees, the message "Fled from battle!" will be displayed, and if the entire party is defeated, the message "Defeated!" will be displayed, followed by a "GAME OVER" screen.

♦ Party Icons

Party AI

Selecting the "Party AI" icon allows the computer to determine the best course of action for the entire party based on the battle circumstances. The AI function continues only for the length of a single turn, so if the player desires to use the AI function for the next turn they must select it again.

Command

Selecting the "Command" icon allows the player to determine the best course of action for the entire party. There are 6 types of commands:

Single AI
This function allows the computer to determine the best course of action for a single character based on the battle circumstances. This can also backfire at times, however, since the computer may assess the situation differently than the player.

Skill/Magic
This function causes a character to attack using designated skills or magic. An enemy must be selected for skills or magic that target single enemies or enemy rows, but in the case of skills or magic which target all enemies, selecting an enemy is not necessary.

Item
This function causes a character to use a selected item. Items that can be used during battle are displayed in white.

Attack
This function causes a character to attack with their equipped weapon while taking into account their range of movement and number of attacks.

Defend
This function causes a character to defend in a designated spot. While defending, the character will receive reduced damage. Also, when the character's range of movement is insufficient to reach the designated spot, they will first move as far as possible and then take up a defensive position.

Flee
This function causes a character to attempt to flee from battle. Though it fails at times, it has a higher rate of success than using the "Flee All" command for the entire party.

Tactics

Selecting the "Tactics" icon allows the player to select 1 of the 3 previously registered tactics. In the case that a character has insufficient MP to perform the selected tactics, they will simply attack instead.

Flee All

Selecting the "Flee All" icon causes the entire party to flee from battle. In the case that the attempt fails, the party will forfeit their turn in battle.

Arts Gauge

When the yellow bar beneath the characters' HP and MP becomes completely full, they will be able to unleash deadly attacks or cast magic with powerful effects called "Arts." The Arts themselves can be selected at the very bottom of the characters' skill or magic lists.

♦ How the Arts Gauge Works

As the player deals out or receives damage the Arts Gauge fills until it is completely full, at which point the Arts become accessible.

The Arts can then be selected at the very bottom of the characters' skill or magic lists. Note that the Arts can only be used when they are displayed in yellow.

Among the Arts are powerful ones that unleash devastating attacks on all the enemies and others with greater restoring effects than typical magic spells. Using these with the right timing can lead the player to victory in otherwise difficult situations.

Abnormal Status During Battle

During battle a character may be hit with any number of abnormal status effects. In all, there are a total of 8 different status types, with the first being the least harmful and then gradually becoming more deadly further down the list. While a character cannot be hit with two or more abnormal status effects simultaneously, the deadlier ones take precedence over the weaker ones. In addition, a character may at times recover without intervention from "Seal," "Muddle," "Sleep" or "Stun," during a battle.

♦ Status Graphics

Normal

No abnormal status. Maintaining this status at all times is extremely important.

Muddle

This abnormal status causes a character to attack in a confused state, which sometimes even includes attacking other party members. They may also defend or flee under these circumstances.

Poison

This abnormal status causes a character to receive damage at the start of each turn. The longer this status goes untreated the more severe the damage will become.

Stone

This abnormal status is similar to being unconscious and prevents the character from taking any sort of action. If the entire party is turned to stone, the game is over.

Seal

This abnormal status prevents a character from using skills or magic. The player would be better off to treat this status than to try and fight enemies up close with magic-users.

Sleep

This abnormal status prevents a character from taking any sort of action. While this status is in effect the character will receive increased damage from enemies. After being attacked by an enemy the character will wake up.

Stun

This abnormal status prevents a character from taking any sort of action. While this status is in effect the character will receive increased damage from enemies. If surrounded by enemies this status can be dangerous for even those characters with high defense, like Alex.

Unconscious

When a character's HP reaches zero they will become incapacitated. If the entire party is unconscious then the game is over.

♦ Colored Numbers Displayed During Battle

Each colored number displayed during battle has a specific meaning. White indicates normal damage, red indicates critical damage, yellow indicates weakness to a particular attack, green indicates HP recovery, blue indicates MP recovery and purple indicates poison. These colors appear the same for both party members and enemies.

ALEX

His special attacks mainly involve the use of a sword. Since these physical attacks are non-elemental in nature, a consistent level of damage can be expected from them.

Name	MP Cost	Effect
Sword Dance	6	1E-Multi-slash attack
Explosive Stab	9	EZ-Pressure attack
Flash Cut	18	AE-Slice through enemies
Vigor	10	OS-Strength up
Dragon Guard	60	AA-Neutralize magic once
Dragon Wrath	35	AE-Incinerate with flames
Dragon Healing	40	AA-Restore HP to max
Dragon Lament	15	AE-Send to netherworld

LUNA

Her voice has a mysterious power that can support the player in various ways, such as restoring HP, boosting a character's strength and so on.

Name	MP Cost	Effect
Healing Song	4	1A-Heal wounds
Purity Song	4	1A-Restore status
Cascade Song	10	1A-Fortify friend
Escape Song	10	AE-Calm hostility
Slumber Song	8	AE-Lullaby
Tranquil Song	15	AA-Heal friends

NASH

He specializes in being able to harness the power of lightning and hit enemies with a range of debilitating abnormal status effects. Understanding their effectiveness can be extremely helpful in various situations.

Name	MP Cost	Effect
Thunderbolt	15	1E-Strike with lightning
Riot	6	EZ-Area lightning strike
Electroshower	18	AE-Fierce lightning
Spark Ball	10	EZ-Paralyze enemies
Sleep	9	EZ-Hypnotize
Confusion	7	EZ-Muddle
Enclose	8	EZ-Seal magic
Stone	6	EZ-Petrify enemies

JESSICA

By praying to the Goddess Althena, she can restore lost HP, cure abnormal status and help when dealing with ferocious monsters.

Name	MP Cost	Effect
Heal Litany	4	1A-Restore HP
Calm Litany	15	AA-Restore HP
Divine Litany	12	AA-Restore HP each turn
Charity Litany	10	1A-Restore all HP
Miracle Litany	20	1A-Revive
Purity Litany	4	1A-Cure status
Banish Litany	6	1E-Drive away enemy
Return Litany	1	AA-Escape from dungeon

MIA

Her particular skill is in casting magic that harnesses the power of fire and ice. Since she has the ability to adjust her magic attacks according to the enemies' elemental weakness, she can be considered a cornerstone for offensive attacks.

Name	MP Cost	Effect
Flame Blast	13	1E-Fireball attack
Flame Circle	7	EZ-Surging blaze
Inferno	30	AE-Searing firestorm
Endow Weapon	11	1A-Strength up
Freeze Burst	5	1E-Exploding ice ball
Ice Geyser	15	EZ-Erupting ice pillar
Blizzard	10	AE-Raging blizzard
Endow Shield	11	1A-Defense up

KYLE

His attacks are sword-based, like Alex, and have ample power to deal out extremely large amounts of damage.

Name	MP Cost	Effect
Power Slash	6	1E-Fierce arching slash
Power Sweep	9	AZ-Powerful side swipe
Sonic Riser	14	SL-Energy wave line
Power Up	8	OS-Strength up

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HELPFUL TIPS

How to Destroy the Ice Barriers in the White Dragon Cave

There are several ice barriers in the White Dragon Cave that Alex and his party cannot break. However, these ice barriers can be dealt with by using the Snowsquatches to the player's advantage when they come charging at Alex. This can be done by first positioning Alex with his back to the ice barrier(s). Then, as a Snowsquatch comes charging in Alex's direction, the player can use the R button to dash and move Alex out of the way. The charging Snowsquatch will continue on its path until it comes into contact with the ice barrier(s), causing it/them to shatter.

How to Restore HP & MP

In the world of Lunar there are no inns. HP and MP can be restored by positioning Alex in front of a statue of Althena (which can be found in many of the villages, towns or cities) and pressing the ⊗ button to pray. Since praying to these statues is essential at times during the player's adventure, they should seek them out whenever they arrive in a new village, town or city. In addition, there are certain dungeon areas where a statue of Althena can be found.

Types of Treasure Chests

There are two types of treasure chests: blue and red. While blue ones can be opened normally, red ones require a special item that must be obtained during the player's adventure in order to open them. Red treasure chests contain items and equipment with various superior effects.

♦ Speaking with NPCs

The residents of the world of Lunar will provide the player with various types of information. The information the player receives from speaking to these NPCs will change by speaking to them several times and by returning and speaking with them again as the game progresses. If the player becomes lost during their travels, they can return to villages, towns or cities previously visited and speak to the residents again to gain new information.

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